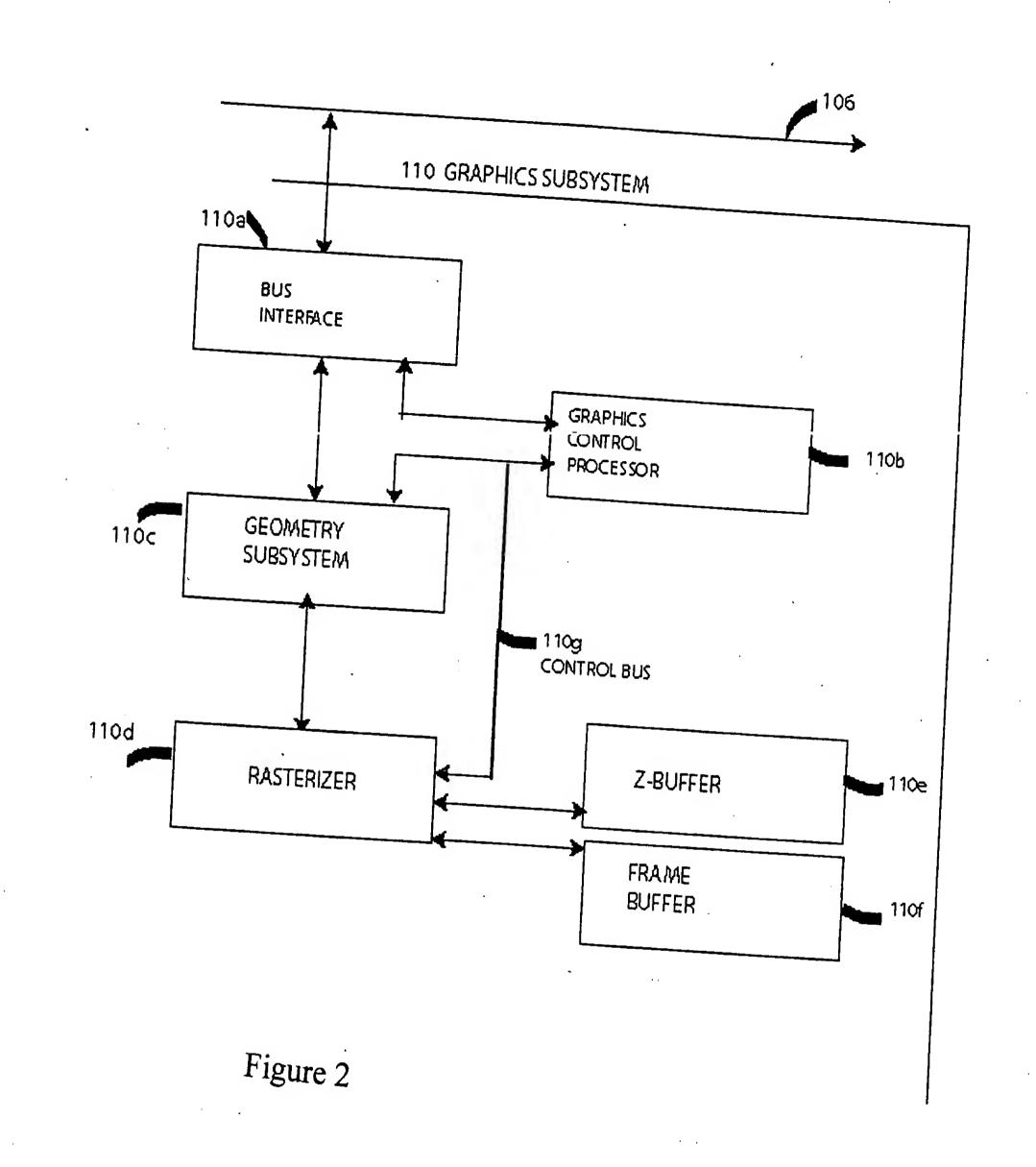


Figure 1



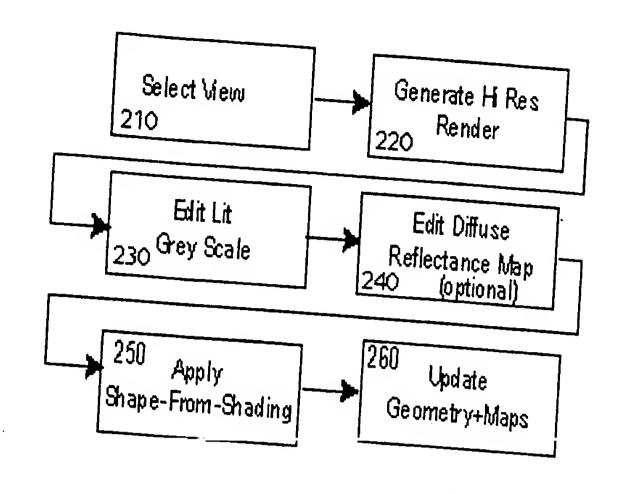
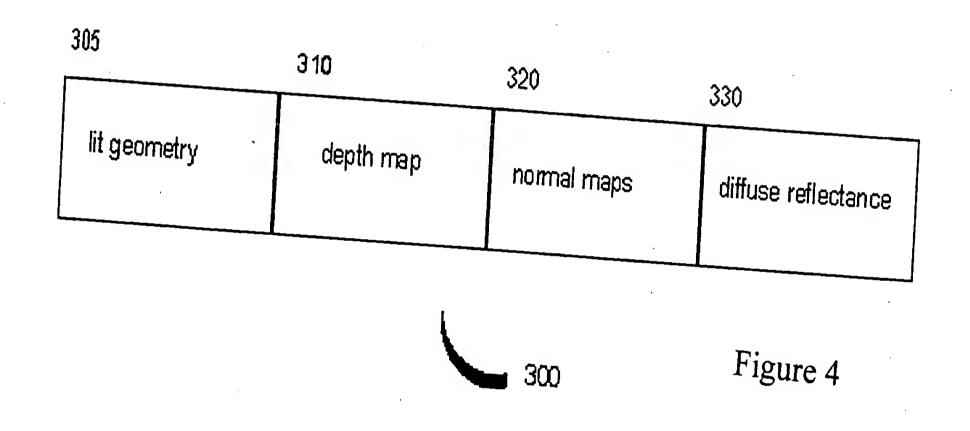


Figure 3



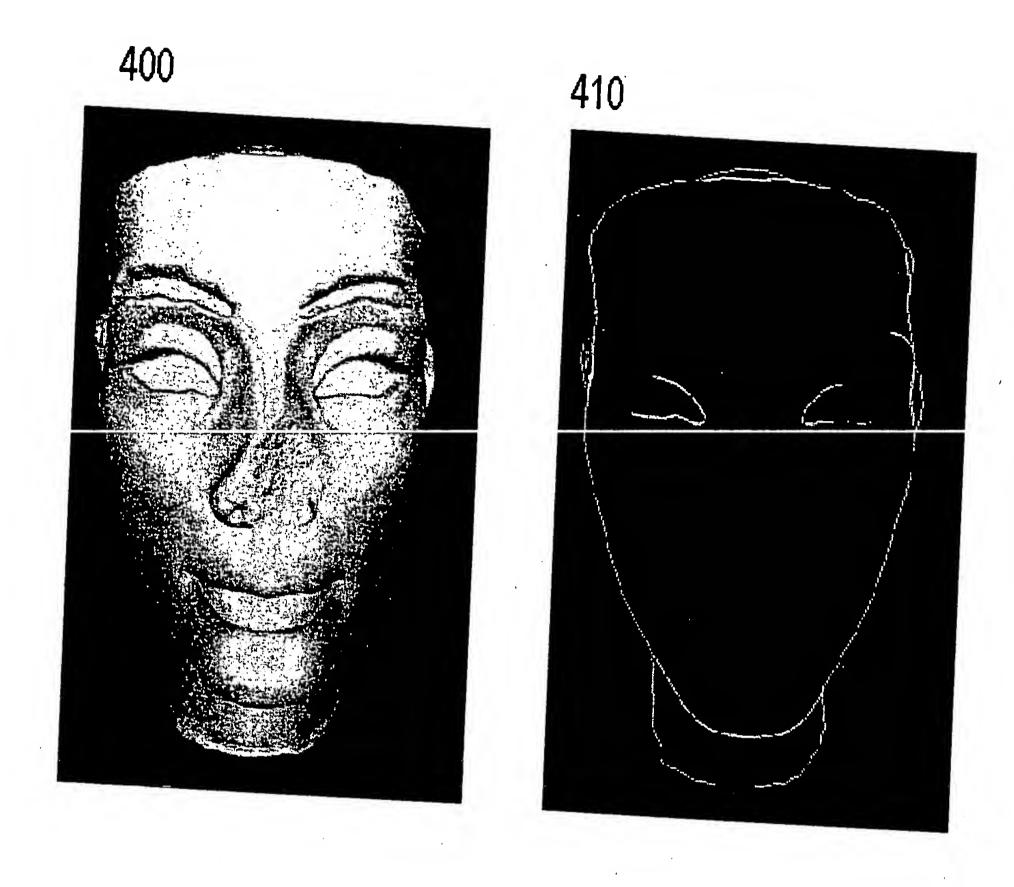


Figure 5

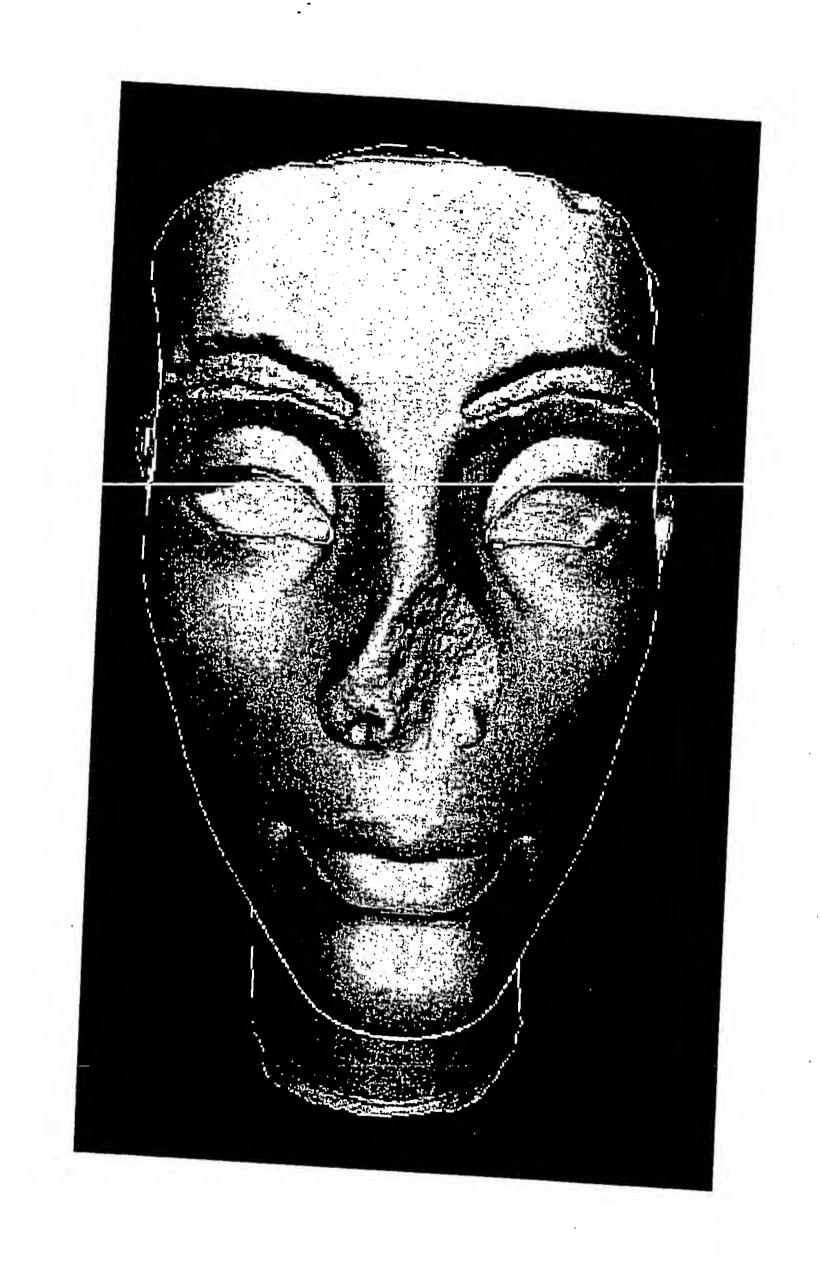


Figure 6

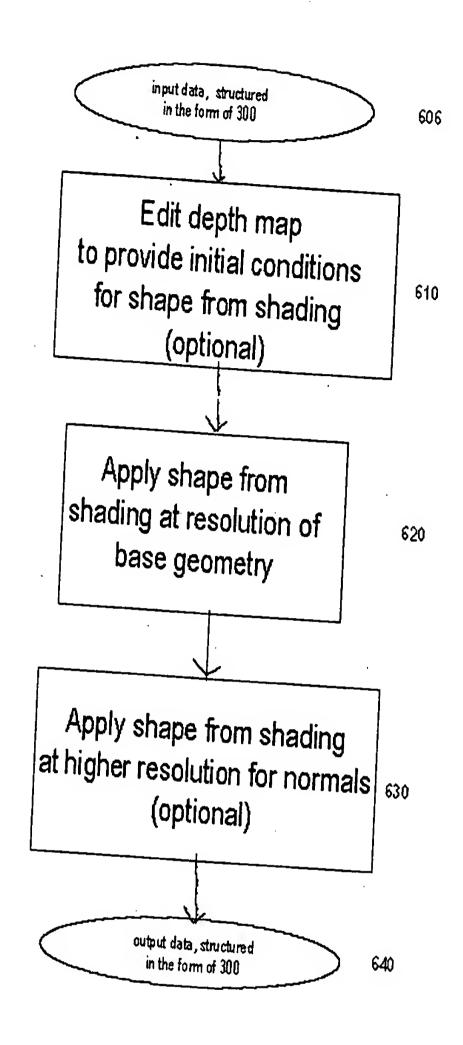


Figure 7

Move existing surface vertices to match updated depth map

705

Add or remove vertices to maintain specified error between object surface and depth map (optional)

710

√

Split any surface patches that are no longer height fields (optional)

720

\$

Project updated normal maps on object and update maps for changed areas (optional)

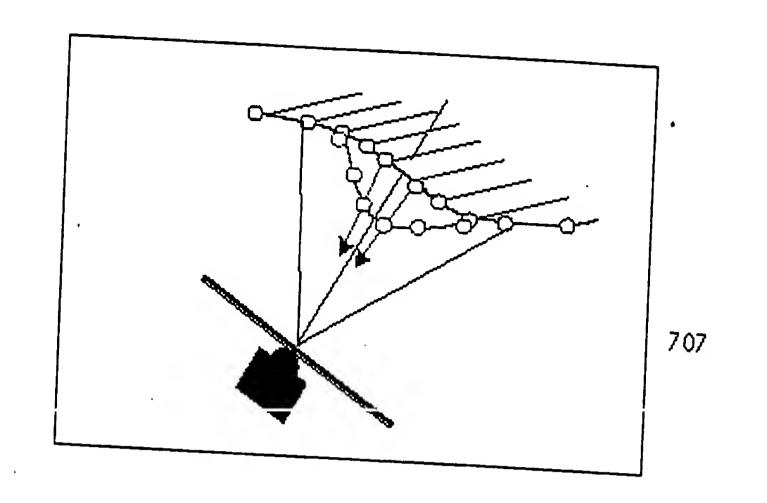
730

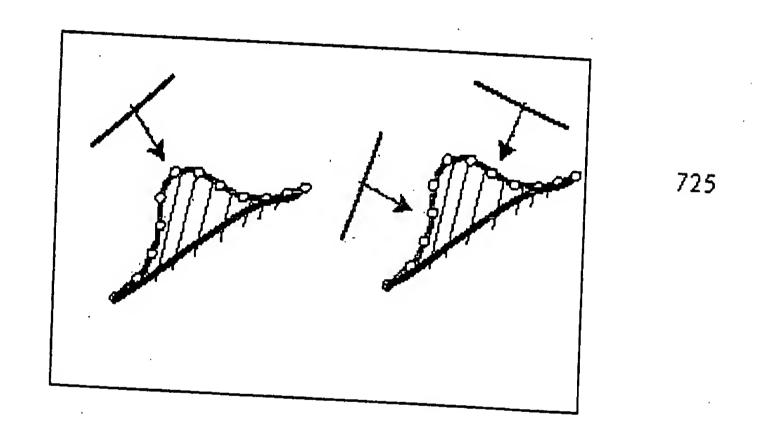
__

Figure 8

Project updated diffuse reflectance maps on object and update maps for changed areas (optional)

740





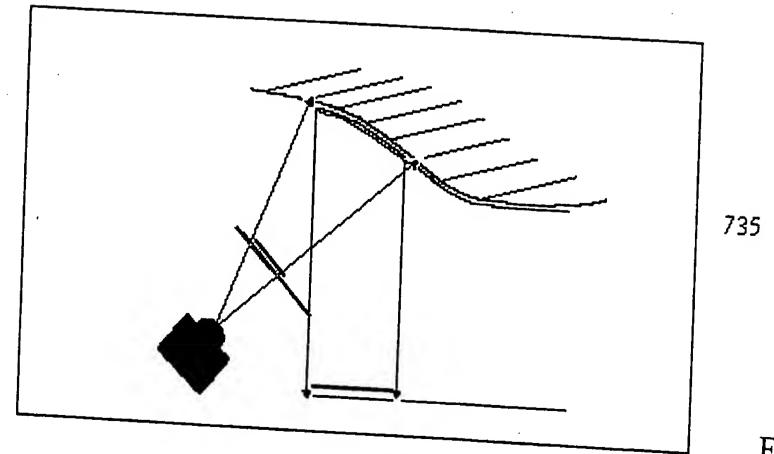
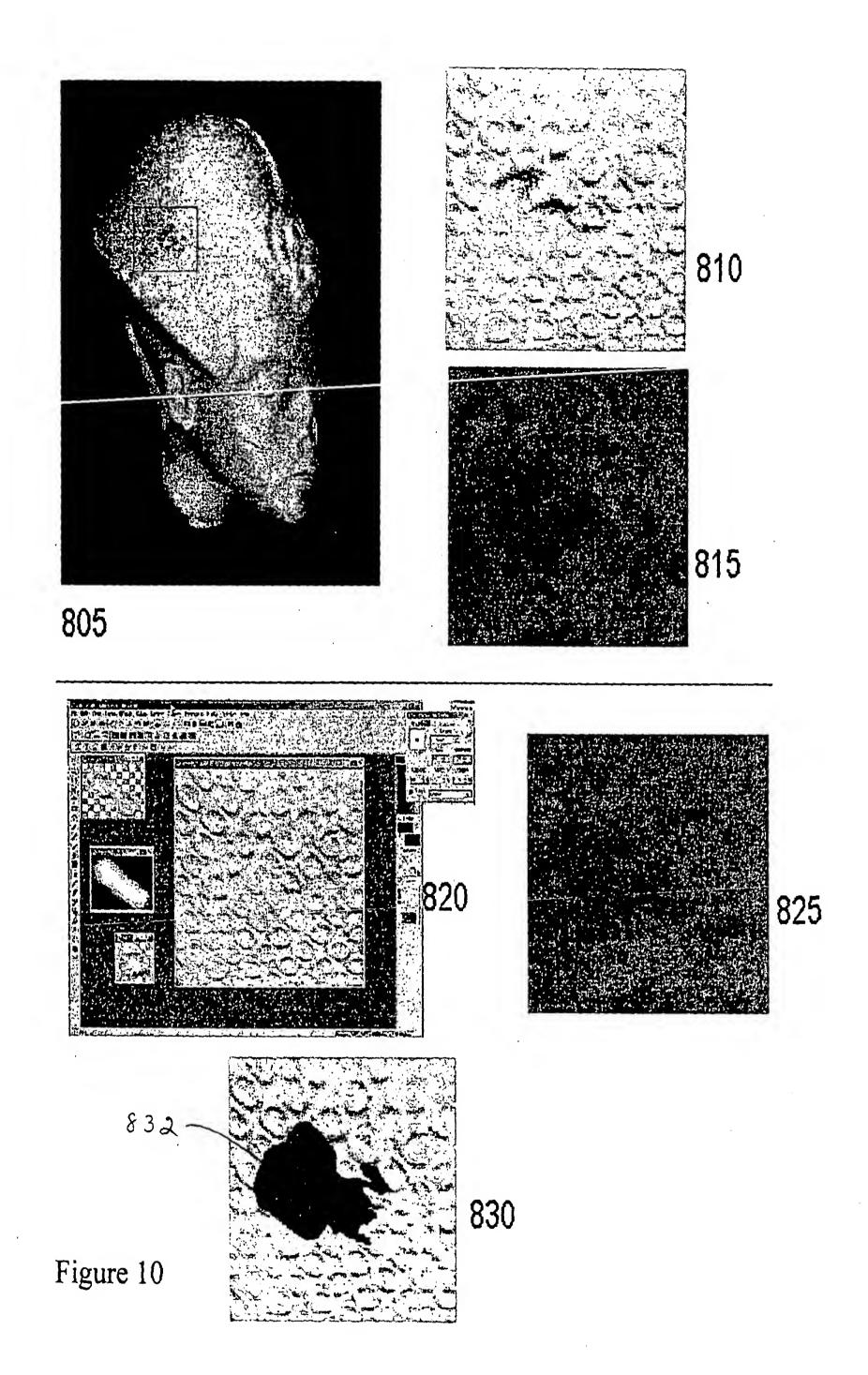


Figure 9



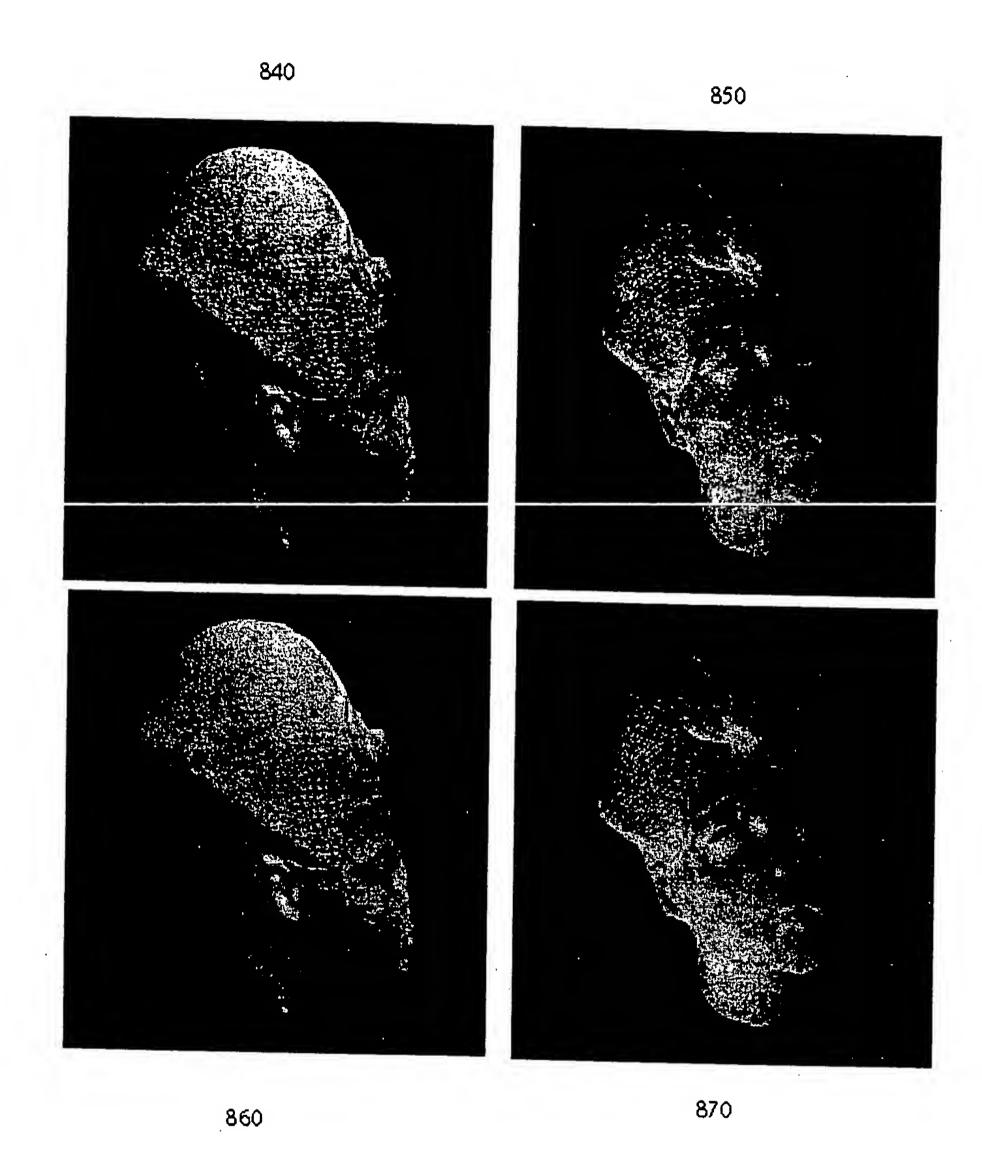


Figure 11

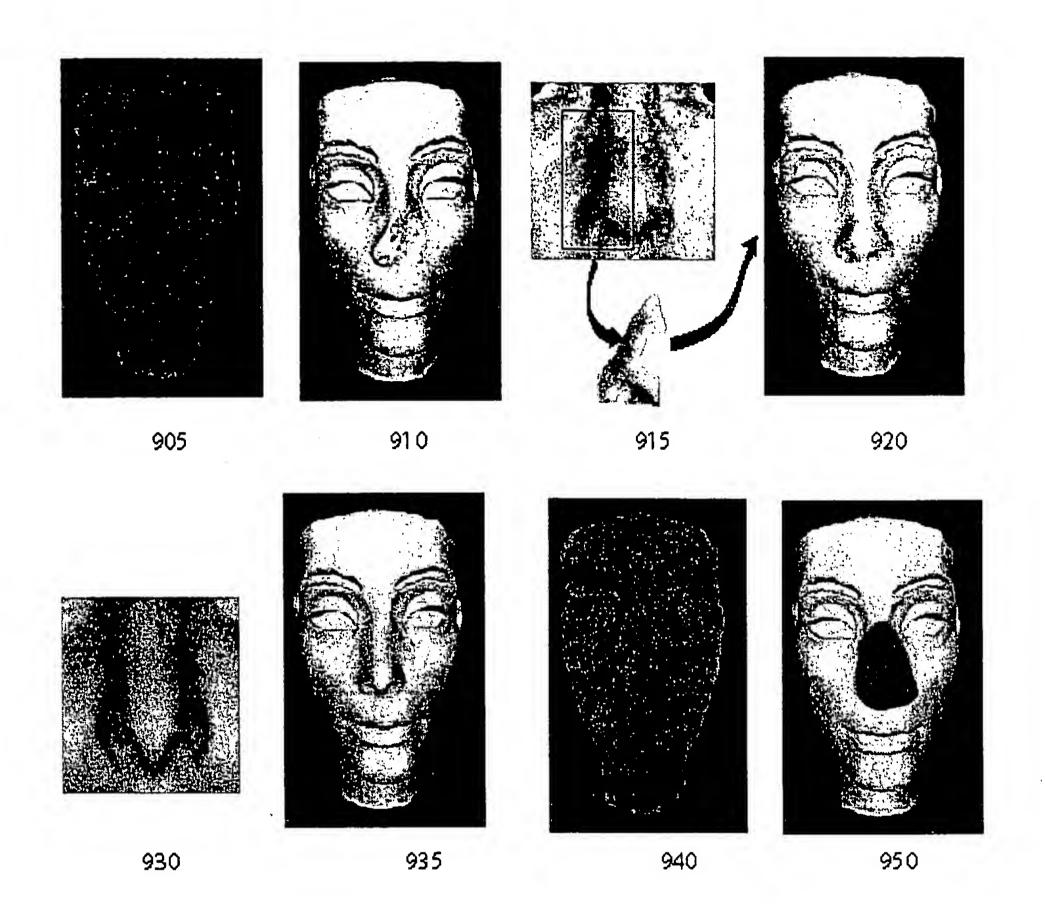


Figure 12

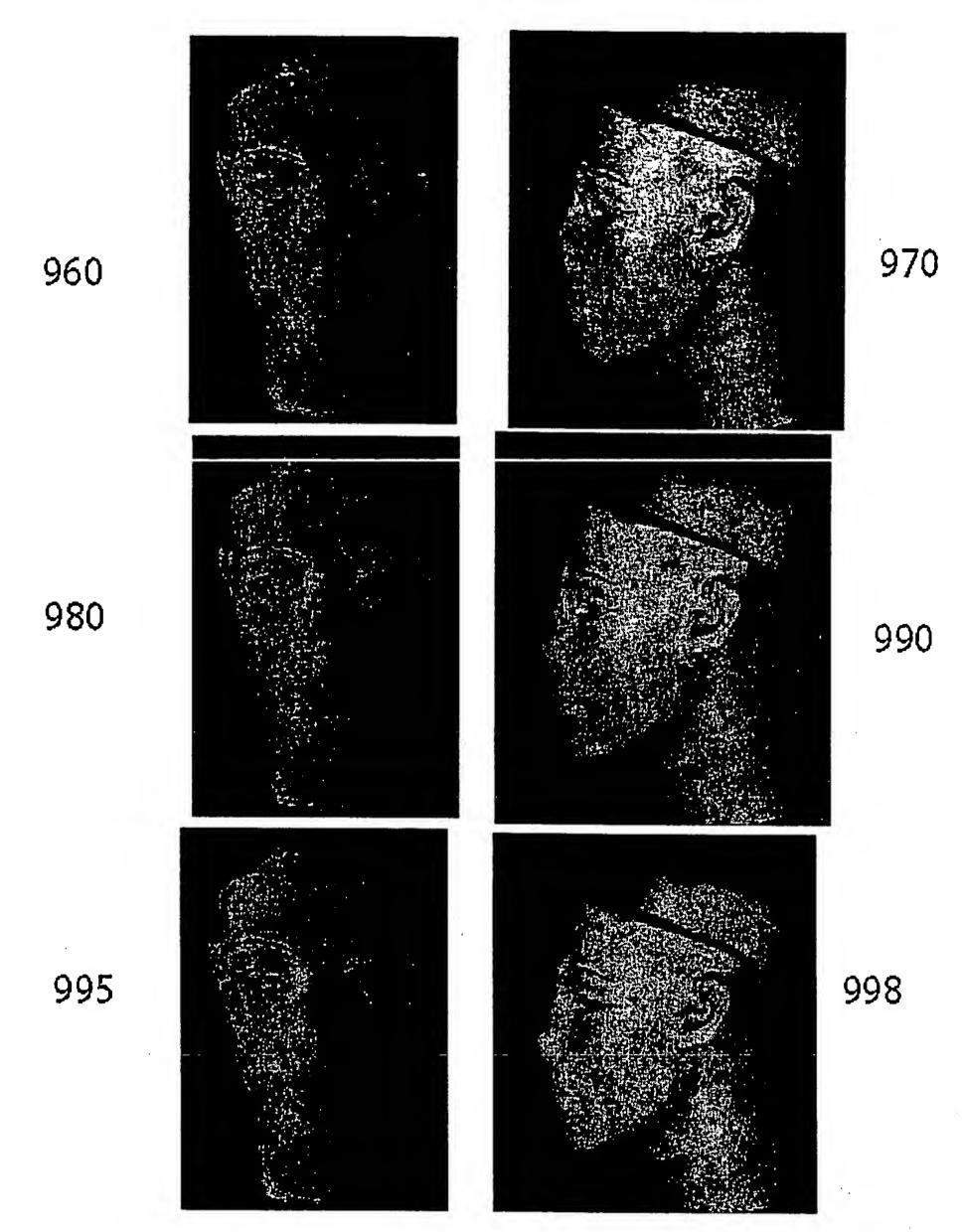


Figure 13